

Bradley D. Potzka

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Summary

Results-driven Frontend Engineer with experience building scalable and intuitive web applications at Amazon. Demonstrated ability to lead complex projects end-to-end, mentor cross-functional teams, and improve system reliability and customer experience. Skilled in JavaScript, TypeScript, React, Cypress, and AWS tools. Adept at problem-solving in ambiguous environments, driving process improvements, and implementing performance-optimized UI features.

Technical Skills

Languages & Frameworks: JavaScript, TypeScript, React, Redux, Node.js, Cypress, Python, C#, HTML, CSS, SQL

Tools & Platforms: AWS (CloudWatch, CDK, CodePipeline), ESLint, Git, Unity, Unreal Engine

Other Skills: Agile Development, CI/CD, UX Collaboration, Micro Frontends, Performance Monitoring, Metadata Architecture, E2E Testing

Experience

Amazon Web Services (AWS)

Frontend Engineer II (promoted from L4) – SageMaker JumpStart & Fault Injection Service Console

2022 - Present

- Created a Python-based HuggingFace URL validator with multi-threading and caching to reduce manual updates and metadata errors.
- Built a CloudWatch-style log viewer in the training job UI with polling, search, and efficient rendering.
- Developed an integration test client to dynamically fetch region-available models; coordinated SDK compatibility updates across 5+ teams.
- Proposed and implemented a React-Hook-Form refactor for the core FIS Console form to improve maintainability.
- Took over and delivered a key feature (Safety Lever) and completed ORR, F&F, MCM, and final UX approvals for an on-time launch.
- Designed and led ESLint migration across the FIS Console package, replacing deprecated TSLint and enforcing standards through CR linting.

Garmin - AeroData

Software Engineer Intern

2021

- **C#, JavaScript, HTML, .NET, MVC**
- Used ASP.NET Core MVC to develop a web application to exercise the functionality in an existing library that is currently utilized by a console application.
- Utilized NuGet packages, JSON serialization/deserialization, and EF Core database access.
- Extended functionality of current enterprise logging that utilizes Log4Net by modifying the existing library to use a TCP connection with serialization/deserialization to log events.
- Followed agile development with daily stand-up meetings to discuss sprint tasks and roadblocks.

Volunteer Experience

Heatwave Studio

Systems Engineer

2019 – 2022

- Followed agile development standards, fixed bugs during development and in production.
- Worked with design, sound, and art teams across the studio to ensure successful design and implementation of core game mechanics.
- Communicated effectively to game directors during agile planning meetings.
- Coordinated with other engineers to implement desired game mechanics efficiently.

Projects

All projects can be viewed in my [portfolio](#)

Aegis Initiative, Heatwave Studio

Unity, C#

- Managed the systems team consisting of 7 people.
- Scrum master for weekly meetings.
- Communicated between the various teams to keep project in scope.

My Little Dark Lord, Breeze Elixir Studios

Unity, C#

- Learned how to work with an action combat system as well as enemy artificial intelligence.
- Connected many different Unity store assets to get them working together.

Education

Arizona State University, Bachelor's in Computer Science

Arizona State University, Game Development Certification

Arizona State University, Minor in Japanese